THE WORLD OF TEDDY RUXPIN™

BIBLE

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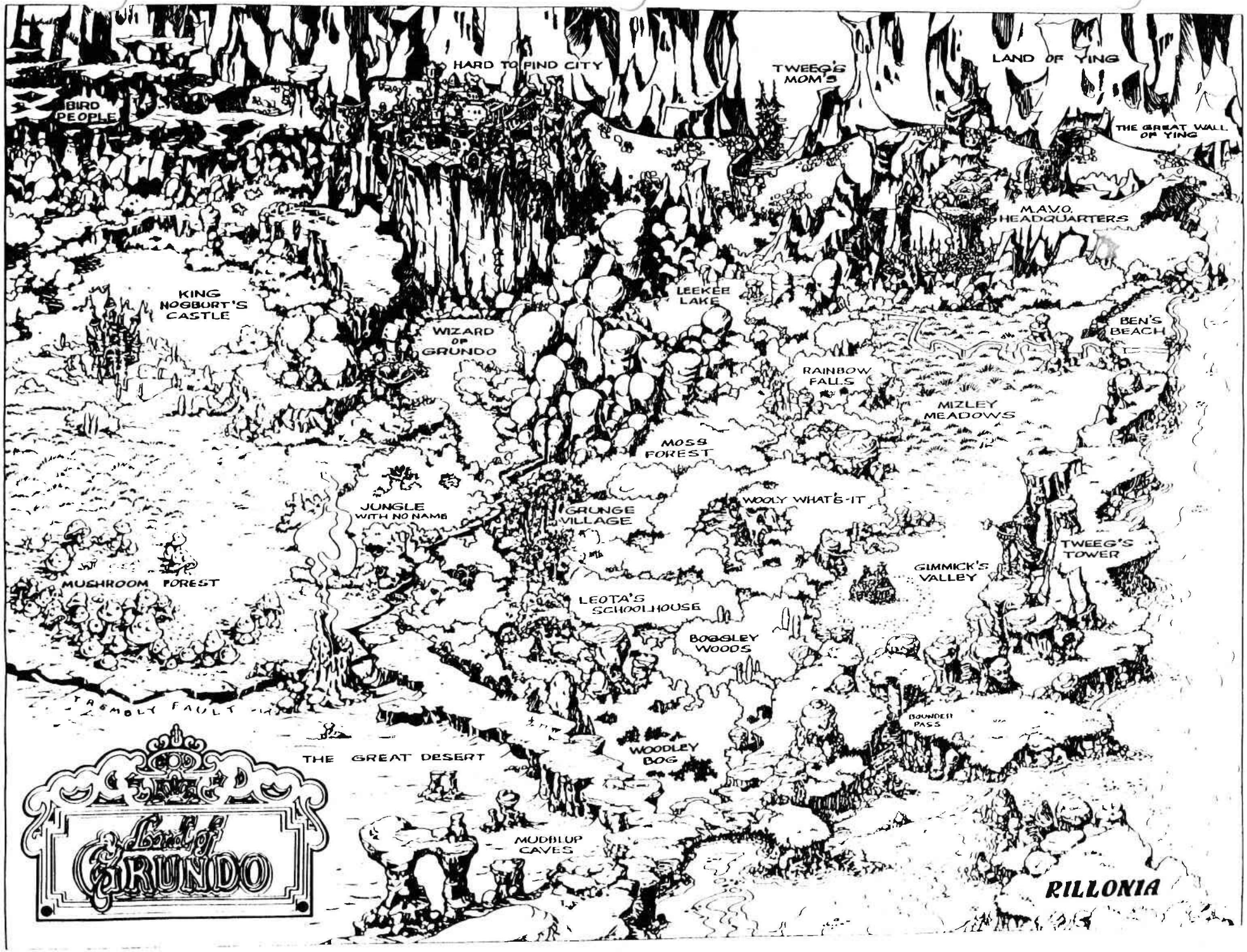
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SUMMARY OF TV SPECIAL, "THE ADVENTURES OF TEDDY RUXPIN."

The specials include material from "The Airship," "Tweeg and the Bounders," and "The Missing Princess," as well as sequences which have not appeared in the software.

PART I

With the opening credits, we see the Ruxpin cottage in Rillonia. Inside, Mrs. Ruxpin sings "Come Dream with Me Tonight" to infant Teddy. The map and half-medallion are on the table next to them.

Fifteen years later Teddy and Grubby are seen walking into Grundo from Rillonia. They wear backpacks, and make camp for the night. Sitting by the campfire, Grubby cooks roasted roots while they talk about their trip. Most Illiops are homebodies, but Teddy has always wanted to go on adventures. They have an old treasure map that has been in Teddy's family for as long as anyone remembers, and are going to see if it really leads to a treasure.

The next morning, Bounders chase Teddy & Grubby through Bounder Pass into Gimmick's Valley. They run past Gimmick, who deftly makes the Bounders harmless by propping their mouths open with sticks. Gimmick invites Teddy and Grubby over for lunch.

At Tweegs's tower, Tweeg is trying to make gold out of buttermilk. L.B. informs him that Gimmick has visitors, and Tweeg fires his cannon at them. Gimmick assures Teddy and Grubby that Tweeg "is, without a doubt, the world's worst shot. As long as he's shooting at my house, it's probably the safest place in the valley to be." After lunch on the porch, Teddy shows Gimmick the map and medallion, while L.B. eavesdrops.

Gimmick takes Teddy and Grubby to his back yard to see the Airship, his latest invention. They agree to go after the treasure together, in the Airship. L.B. steals the map, and takes it to Tweeg, who replaces it with a fake one. Tweeg and L.B. keep the real map, and set off by wagon to find the treasure.

The Airship tips over during takeoff, and the Fobs who are watching voice their disapproval. Grubby suggests a design modification, and they successfully get the Airship off the ground. They're not airborne for long, though, because there is no way to steer the vessel, and it soon crashes into a tree. There, they meet Leota the Woodsprite. She is annoyed, at first, that they have crashed into her tree, but helps them build some new parts to make the Airship work better. Teddy, Grubby and Gimmick, say good-bye to Leota, and sail south.

The next day, they are sailing over The Great Desert, when Grubby realizes that they are following a phony map. Since they are running low on fuel, they land in the desert. Gimmick finds coal, and , while collecting it in a cave, they are captured by Mudblups. Grubby is put to work cooking root stew, and Teddy and Gimmick are locked in a cell. There, they meet Prince Arin, who explains that his sister, Princess Airuzia, was kidnapped. He was searching for her when the Mudblups caught him. Louie appears and films them and the Mudblup guard, who runs from the bright light of the camera. During dinner, part of the cave's ceiling begins to collapse on them.

PART II

When the dirt stops falling, the prisoners see light through a hole in the ceiling. They climb through the hole, and find themselves outside in the desert. Prince Arin stays at the Airship, while Teddy and Gimmick return to the caves. They use lanterns to chase off Mudblups, and rescue Grubby. They return to the Airship, and set sail to find Princess Aruzia.

Needing water, they land near Rainbow Falls. The Wooly-What's-It is taking a shower in the waterfall. At first, he is antagonistic, but when he finds out that they're trying to rescue a princess, he takes them to see the Wizard. At the Wizard's tower, the Wizard initially tells them to go away, but soon agrees to help.

Louie works for the Wizard, flying all over Grundo by helicopter, to film whatever is going on. He has movie footage of Princess Aruzia being held prisoner by the Gutangs in the Hard to Find City. The Wizard has some clever contraptions, operated with his feet under the table, which give the impression that he has magical powers. The centerpiece of the show is the film, which Louie projects from the next room onto a screen called "the magic eye." The Wizard warns them that the city is high in the Treacherous Mountains, which no one has every been able to climb. As they leave, Prince Arin pays the Wizard.

Teddy, Grubby, Gimmick and Prince Arin say good-bye to Wooly, and sail to the base of the Treacherous mountains. Tweeg and L.B. are already there, but have been unable to climb the mountains. The Airship's crew makes preparations to rescue the princess. After dark, they set sail for the Hard to Find City. Tweeg and L.B. sneak up, and sit on the rudder to hitch a ride.

The Airship lands at the edge of the city. Tweeg and L.B. go to look for the treasure. The others overpower Gutang guards and put on their armor. They find the princess and set her free. On the way back to the Airship, Teddy recognizes the shrine from its picture on the map.

Inside the shrine, Teddy sees the other half of the medallion hanging on the wall. When he holds his half up to it, the two pieces fuse together. The complete inscription on the medallion is "Only the pure of spirit may find the treasure of knowledge." Piles of treasure appear all over the room. Then, the top of the stone table in the middle of the room dissolves, revealing the six magic crystals. One by one, the crystals rise out of the table.

In turn, Gimmick, Grubby, Prince Arin, Princess Aruzia, and Teddy each take crystals and read the words written on them, which are "imagination," "honesty," "bravery," "trust," and "friendship," respectively. Together they read the word on the sixth crystal, "freedom." They take the crystals and rush to the Airship. Tweeg and L.B. go into the shrine and revel in the treasure.

Teddy and friends lift off in the Airship while the Gutangs sound the alarm that the princess has escaped. Gutang airplanes take off in pursuit of the Airship, and fire arrows at it. Teddy and Prince Arin use sling shots to shoot root stew at the Gutang planes. Wooly climbs onto the Gutang air-strip, and proceeds to smash the Gutang planes and weapons left on the ground. Teddy and Arin have shot down all the Gutang planes except one, when they run out of root stew. Wooly jumps off the cliff onto the plane, and it plummets downward, crashing at the base of the steep mountains.

They land the Airship and hurry to the site of the crash. The Gutang pilot runs off, and Wooly is also unhurt. Grubby wonders what the crystals are, and Teddy says, "I don't know, Grubby...But I think that they're more important than all that treasure....and I think that what we will learn from these crystals will make all that treasure look like just an illusion." Sure enough, back in the shrine the treasure disappears, and Tweeg is mortified. On board the Airship, Teddy wears the medallion and sings a verse of "Come Dream With Me Tonight," as they sail toward King Nogburt's palace.

A HISTORICAL OVERVIEW OF SOME ASPECTS OF GRUNDO

The section of the broken medallion and the antique map have been in Teddy's family for as long as anyone can remember but no one really knows what they are for. The words, "spirit treasure ledge" are written on the piece of medallion, which probably accounts for the legend surrounding it and the map..... That they are somehow the key to a vast treasure.

When Teddy was younger he was perfectly willing to accept that explanation. The thought of finding a real treasure excited Teddy and he often dreamed of that wonderful adventure. But as Teddy grows older and actually sets out to find the treasure, he begins to sense that there is something more important than riches to be found at the end of his search.

When he finds the other half of the medallion in the Hard to Find City he is ready to accept its total message, "only the pure of spirit may find the treasure of knowledge."

Although they have fun playing in the gold coins and jewels, Teddy and his friends soon become more interested in the central stone and the crystals. Teddy instinctively knows that the treasure is not what Tweeg is rolling about in.

The messages on the crystals that describe the characters so precisely are the things that life is all about: imagination, work, bravery, honesty, friendship and trust. The real treasure is the knowledge of the importance of those things.

The secrets of the shrine would not be released to Teddy if he were not already pure of spirit. So in a way, he had the treasure with him all along and has slowly come to realize it.

If Tweeg were to try to fit the two pieces of the medallion together, the results would be much different. The medallion would not have fused together and fallen into Tweeg's hands, and the crystals would not have appeared.

Teddy and his friends take the crystals with them, knowing that they are being given a reward for the characteristics they have shown. Teddy also senses that he is somehow being tested and that there may be something more to learn from the crystals. Just what are these crystals and where did they come from?

To know that we must understand something about the history of the Hard to Find City and Grundo.

Countless generations ago something happened in the region of Grundo that would drastically change the normal development of the area and its inhabitants. In that early dawn a hot molten form burst through the atmosphere and landed in a rocky area northeast of what is now the Hard to Find City. The meteorite fused with the rocks around it and slowly buried itself in the ground. Exactly what that object was is not yet clear, but the effect it had on Grundo still remains.

It's as though the object emitted an influence on things around it. A kind of expanding or amplifying effect. It could increase the capability of those creatures close to it. If someone had basic traits of goodness or badness those traits would become exaggerated. A good creature would become much more good, a bad creature would become evil. It also seemed to expand intelligence.

The range of the objects effect seemed to cover many, many miles. It's strength diminishing at greater distances. The creatures of the area became fully aware of the object and its effect. However, they misunderstood it. Although it affected all creatures equally, both good and bad, its effect on good beings was not as easily noticed as on bad ones.

Consequently, the molten spot became known as a source of evil. That idea was enforced by the fact that the vegetation in the area became more and more bizarre, having also been effected by the power of the object.

Prior to the object landing, the area had been inhabited primarily by Illiops, Grunges, Trolls and Gutangs. Until then they had lived in relative harmony. But after the object's landing, the area became a battleground.

The Illiops had always been good and friendly. The object just increased those traits. It also heightened their intelligence. But they too believed the spot to be the source of evil, at least in the beginning they did. So they moved out of the area, mostly of their own choosing. The Gutangs and Trolls took credit for having driven out the Illiops.

Gutangs and Trolls never did get along with each other and the object caused even more hostility. To this day they still battle over control of the spot. They have divided the area roughly in half, the Trolls to the northeast and the Gutangs to the southwest.

Effected by the object the Trolls attained a high degree of sneakiness. They became good at larceny and fraud of all kinds. On the other hand the Gutangs became more war oriented. They clad themselves in heavy armor and devised all kinds of weapons and war machines.

Grunges were the most "laid back" of all of the creatures. Indifferent is a word that must have been coined to describe them. Consequently, Grunges were not effected very much by the object. At most, they may have become a little more "off the wall."

As the Illiops left the area of the object and its apparent evil effect they migrated to the Treacherous Mountains. And so it was the Illiops who had built the Hard to Find City. The city was still within the range of the object and they continued to expand intellectually.

Soon the Illiops were creating wonderful technologies. They were not distracted by the greed and animosities of the Trolls and Gutangs who were constantly battling one another, as well as making raids on the inhabitants of the surrounding areas.

It was at this time that all of Grundo started to look upon the Illiops as sort of guardians. Everyone knew of the Illiop goodness and their increasing scientific accomplishments. The Illiops never had any desire to become leaders. which is probably why they were chosen to do so.

The first thing they undertook was the construction of an enormous wall. By this time the Trolls and Gutangs were not the only evil creatures who were venturing forth into the south and causing trouble. The wall was seen as a way to keep them away. With the technical skills that the Illiops were gaining, the construction of the wall was not as difficult as it might have otherwise been.

When the wall was completed it virtually divided the continent in half. Peace once again returned to Grundo. The Illiops defended the wall against intruders. They did so not through physical prowess, although they could hold their own in a fight if need be. They chose rather to defend the wall with devices that would not inflict any real harm on the enemy. Soon the evil region north of the wall became known as Ying.

So, for many generations the Illiops pursued their peaceful endeavors, learning more and more all the time. Their science became very advanced. Some of their greatest accomplishments were embodied in the tiny crystals which became almost mystical.

There were crystals that could shrink you down to a fraction of your size while some could create oxygen in a vacuum. Their anti-gravity crystals and others could do other wonderful things. A shrine was built that housed the crystals.

To safeguard them the Illiops devised the medallion with its six tiny crystals, each one symbolizing one of the six important qualities or characteristics. If someone did not possess those six characteristics the medallion would not release the secret of the stone and its six large crystals. "Only the pure of spirit may find the treasure of knowledge."

As a further safeguard the medallion would create the illusion of a treasure. So even if a person possessed all six of the qualities and activated the stone, they might be too busy playing with the gold and jewels to pay any attention to the larger crystals until it was too late and the treasure disappeared and the crystals returned into the stone.

The crystals and the medallion were placed in the shrine for safe keeping for some future time. The Illiops realized that they might not always be able to withstand the evergrowing strength of the evil forces from the north.

At about this time the Illiops began to realize that there was probably nothing really evil about the object in the Land of Ying. They had learned enough to know that their own development had been accelerated greatly. They also saw whole new species being rapidly evolved around them. They concluded that the object was able to accelerate or amplify things around it but was not unto itself, evil.

They decided that they should make plans to go to the area of the object, and somehow remove it from the ground and dispose of it. The Illiops knew that their task would not be easy. They would have to deal with Gutangs and Trolls as well as all of the other evil creatures that were filling the area.

It was during the time that the Illiops were formulating their plans that disaster struck.... The Gutangs on their own has also been advancing technically. Nothing to match the science of the Illiops.... but something that would solve their most immediate problem, the wall.

Early one foggy morning large bat-like aircraft began flying over the wall. The airplanes were green and emitted a whining sound. From the sky the Gutangs could bomb the Illiop city.

The city was on the verge of total destruction when the Illiops fled. They headed to the south, away from the evil place. It was Theadore, the son of the Illiop leader, who rushed to the shrine and broke the medallion. Half of it remained on the wall. The other half fell to the floor. Theadore picked up that half and fled into the mist. The Illiops would journey all the way to Rillonia, a continent to the south of Grundo.

The golden hills and gentle streams were pleasing to the Illiops. They turned to farming and weaving and quiet endeavors. In the early morning Theadore would hold the section of the broken medallion and look to the north while dreaming of returning to the city and completing the Illiop quest to rid the land of the object. He would even draw a map to remind him of his quest.

Later, Theadore's son would also hold the medallion section and look to the north. But his was more a feeling of curiosity, which would quickly flee as he went into the fields to help his father.

No one can blame the Illiops for so easily forgetting about their quest and turning to a simpler life. The fact is that there was nothing they could do about it. Rillonia was so far from the object that it's effect on the Illiops was gone.

What seemed to be indifference was, in reality, a loss of the artificial ambition that had been imposed on the Illiops. That is why the marvelous quest was so easily forgotten..... until generations later when a mother Illiop sings a quiet lullabye to her tiny son. A lullabye that tells of far off places and treasure bright. A lullabye that sparks a desire that has not existed for countless generations , when the tiny Illiop's ancestors held a part of a broken medallion and looked to the north.

THE RILLONIAN CRYSTAL CELEBRATION

When Teddy's mother sang him lullabies she sang of snowflakes sparkling everywhere. These words, though simple, had a deeper meaning.

Before the Illiops fled from their home, the Hard to Find City, they had learned and developed many things. Their greatest accomplishments were the six magic crystals which were kept in the shrine. The crystals were kept there for safekeeping and could only be discovered by one who is pure of spirit. On the wall of the shrine was a medallion with six points. Each point stood for a special quality which was needed to open the treasure of the magic crystals; the treasure of knowledge. These qualities were, imagination, work, bravery, honesty, friendship and trust.

This medallion was broken by the Illiop leader Theodore, Teddy's ancestor. He broke it in half before the flight from the Hard to Find City to keep the treasure safe. Half he kept and half was left on The Wall of the Shrine.

After the flight and the long journey south, the Illiops settled on the continent of Rillonia which was far away from their northern home. The Illiops liked the climate, which was good for growing crops, and settled down in small villages to farm.

Often Theodore would go out into the night and look to the north and remember. He would hold his children in his arms and tell them of their true past and they knew the meaning of the broken medallion which he held in hand like an offering. And they looked northward hoping against hope to use the map that their father had made to someday return home.... to the Hard to Find City.

The map and medallion lay in a box for many, many centuries and gradually their true significance was lost. They became curiosities that Illiops thought interesting but soon forgot about in the daily life of farming. Their great past faded and the knowledge of the treasure grew dim.

But truth never dies and a tradition began to grow as the generations past. The Illiops began to celebrate six days in the midst of winter. They called these days the Crystal Celebration. Each day was special and everyone was taught to look into their hearts and give the gifts of themselves; imagination, work, bravery, honesty, friendship, and trust.

The Illiops exchanged these gifts with one another. They told stories which contained, in myth, the truth of the past. They sang songs which celebrated each of the qualities they valued so highly.

Nature had repeated the shape of the medallion in every snowflake that fell on Rillonia. This symbolism was not lost on the early settlers. So the snowflake with its six points became the central symbol of the Crystal Celebration. Snowflakes were made of every conceivable material and shape and decorated windows, doors, mantles, clothing. In short, all of the villages were covered with snowflakes.... nature's and Illiop's.

Snowflake baskets were woven every fall when the grasses dried and set aside for the Celebration when they were filled with gifts and given away. Lovely snowflake cookies were baked in every size and shape, always with six points. When the Illiops ate a snowflake cookie, they always broke it in half. The custom was to give half to another. Both partakers would silently consider the six qualities that the six points represented. Then they looked to the north and ate the halves. Most did not even know why they went through this curious custom but there was a strong feeling of reverence attached to the ritual and everyone enjoyed it.

Each of the six days of the Crystal Celebration were filled with joyful events. One of the days was a celebration of work. The Illiops formed work parties and those who could not do for themselves were helped in many ways. Wood was chopped for the elderly. Food and medicine were taken to the sick. Roofs and drafty cracks were chinked with mud and straw. Snow was shoveled from paths and streets and everyone helped with the gift of work.

On another of the celebration days the Illiops played games. Tests of bravery were planned and the villagers looked on and applauded all who participated. Mock battles were held in the fields adjoining the town. Some Illiops would take the part of The Dark Ones and dress in curious armor that was brought out every year for the event.

The days continued with daily celebrations of the special qualities that the Illiops prized. Each day focused on a different quality until the eve of the final day. All of the villagers dressed in their warmest clothes. One by one families left their snug homes, fragrant with the smells of a feast, and moved out into the streets. Carrying small bundles, they joined their kinsmen and moved as a group out of the town. They walked to the north and when finally out of sight of the village they gathered in a large circle. A bonfire was lit. Instruments appeared from the wrapped bundles they carried and the singing began. Many songs were sung and many stories were told of a faraway night long ago and a city far to the north.

When everyone was rosy cheeked with cold, they all trekked back to their homes where a final banquet of wonderful foods awaited. At the culmination of the great feasts the children devoured the rest of the snowflake cookies.

DISTANCE AND TRAVEL IN GRUNDO

The area of Grundo pictured on this map is about the size of Wyoming. It is important to note that the buildings pictured on the map are not drawn to scale. Also, the distance on the map between Tweeg's Tower and Gimmick's house is inaccurate. To be in scale with the distances on the rest of the map, Gimmick's house would need to be drawn right next to the tower.

Here are some relevant facts about travel. It would take Teddy, Grubby and Gimmick at least two weeks to walk from Gimmick's house to King Nogburt's Palace, depending on the weather, their pace, and the duration of picnics and visits en route. Of course, Wooly and the Bounders are faster and could cover the same distance in about half the time, if they hurried.

It's much faster travelling by Airship than by foot. It would take four or five days, depending on the weather, to sail from Gimmick's House to King Nogburt's Palace. Usually, it takes two days to sail from Gimmick's to The Great Desert. In "Teddy and The Mudblups," they get there in one day, but there was a very strong southwesterly wind that day, and they still flew from sunup to sundown. (Grubby and Gimmick were cranky that morning, since they had to get up so early.)

The Trembly Fault impedes travel by foot in Grundo. A quick look at the map reveals that the fault must be traversed when walking across central Grundo. Earthquakes occur quite often. Sometimes the fault won't move for a few months, and other times there are a few earthquakes a week. Where the fault can be crossed varies with each quake. Usually, Louie knows where the best place to cross the fault is. Of course, getting caught in the fault during an earthquake is a danger any time it is crossed.

Back when the Illiops lived in the Hard to Find City, they built flexible suspension bridges over the fault which lasted through most quakes. Eventually, those were broken, and new bridges built by the Illipers didn't last for long.

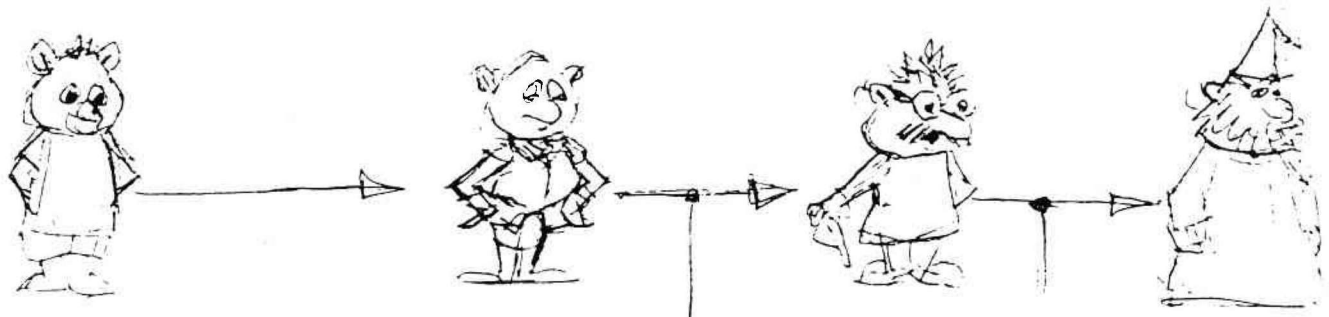
It is possible to go around the fault, but this is time consuming and dangerous. To the north, the detour passes through the Moss Forest, home of the dreaded Moss Monster. To the south, one must walk around the base of the volcano, through The Great Desert. This is okay if you have a lot of water, and the volcano doesn't erupt.

Travel from northern to southern Grundo is limited, of course, by The Great Wall of Ying. It can only be crossed at a few Troll bridges, or by air.

In light of The Great Wall of Ying and Trembly Fault, the Airship was a major breakthrough indeed. Before the invention of the Airship, no one but the Woodprites, Bird People, Gutangs and Louie really had freedom of movement. Now that Teddy, Grubby and Gimmick can go anywhere they want to, the power equation has changed in Grundo. Those at MAVO realize this, and they are sincerely displeased.

EVOLUTION CHART

7-23-86 - Currently being revised.



ILLIOP
(TEDDY)

MOST ANCIENT LIFE FORM. FOUND PRIMARILY ON RILLONIAN CONTINENT VIRTUALLY EXTINCT ON GRUNDO

ILLIPER
(PRINCE ARI
(PRINCESS AROZIA)
(KING NOGBURT)

PERLOON
(NEWTON GIMMICK

PERSON
(JUICE

CLOSEST TO HUMAN ON GRU

FOES

MUDELUPS

SPONTANEOUS GENERATED LIFE FORM. DID NOT EVOLVE FROM ANYTHING. RESPONSIBLE FOR THE EXPRESSION "DUST TO DUST"

DOLDRUM

ELF

WOODSP

GREMLIN

GUTHUGS

SUMMER VACATIONS AT RIPTIDE SHORES (NEAR THE LAND OF YING) SLOWLY DETERIORATED THE MINDS OF THE ILLIPERS AND THEY EVOLVED INTO

GRUNGES

WOOLY WHATS-IT
ANCESTRY UNKNOWN
NO ONE CARES TO ASK

THE HYBRID CROSSE A GREMLIN AND A GRU BRINGS FORTH THE WO THE GREMLIN AND THE STUPIDEST IN THE GRU

DEMON

EVOLUTION IN GRUNDO

As mentioned in "A Historical Overview" the meteorite which landed in what is now known as Ying had "a kind of expanding or amplifying effect" on life forms that were near it. This included an effect on both the psychological and physical development of the creatures. The influence on the personalities and behavior of Grundo inhabitants is discussed in "A Historical Overview." The meteorite's pronounced effect on the physical evolution of Grundo's life forms will be discussed here.

DESCENDANTS OF THE ILLIOPS:

As in the case of psychological development, the effect of the meteorite on physical development was not to change the evolutionary process, but to accelerate and amplify it. A natural evolutionary process was taking place at the time that the meteorite crashed into the picture. Illiops tended to live in various climatic regions of Grundo depending on the length and thickness of their fur. Going back to the cross-breeding of the northern Rux and southern Bear, there emerged not a homogenous species, but Illiops with all different types of fur. Illiops with shorter, thinner fur were more comfortable in warmer climates, and moved south. There, they no longer bred with more furry Illiops, and the fur-thinning process was naturally accelerated.

By the time that the meteorite landed, there were already "Illiops" without fur on their faces, hands and feet living in the region that is now King Nogburt's Kingdom. The ones with the least fur lived on the edge of the Great Desert. With the presence of the meteorite, all these thin-furred Illiops evolved more rapidly, and several new species were born. Over relatively few generations, most of them lost the fur on the rest of their bodies, and became what we now know as "Illipers." Some were just too apathetic to evolve much. They retained bare faces, hands, and feet, and fur elsewhere. We now know them as "Grunges." (See "Grunge" in Grundo Glossary).

The creatures living on the edge of the desert lost their fur. There were never many of these creatures, because the Mudblups often raided their settlements and carried them off. Those who could sense the pungent Mudblup odor had time to run off and escape capture. Thus, over many generations, the ones who survived had a better sense of smell, and they developed pronounced noses. They became somewhat eccentric and absent-minded from spending too much time in the hot desert sun. They were called "Perloons." (see "Perloon" in Grundo Glossary).

Some of the Perloons moved to the Mushroom Forest to escape the Mudblups. There, from a steady diet of mushrooms, over the generations they became smaller and smaller. They were called "Elves."

Other Perloons moved into caves in the Trembly Fault. An earthquake trapped most of them underground, and they evolved into "The Mole People."

THE NOSE FACTOR

An interesting aspect of this evolutionary process was "The Nose Factor." Above, Perloon nose development is discussed. However, why don't Illipers have noses, when they evolved from Illiops, who do have noses.

Ancient Illiops, living in the area north of where the Wall of Ying is now, developed an acute sense of smell to find food in the rocky Ying Mountains, and to avoid marauding Trolls and Gutangs.

When thin-furred Illiops moved south, both of these determinants changed dramatically. The Trolls and Gutangs were now far away, (many generations later, they began sending raiding parties into the south, which led to the construction of the Wall of Ying) and the land in the area that we now know as King Nogburt's Kingdom was flat and fertile. The creatures that became the Illipers turned to farming, rather than gathering, to make a living. Hence, an acute sense of smell was no longer as useful, and Illipers lost any semblance of a distinct nose. They do, however, retain a limited sense of smell, by osmosis, through their large snouts.

The early Illipers that moved to the edge of The Great Desert, and became the Perloons, faced a situation reminiscent of conditions in Ying. The ecosystem was very different, but the land was not suitable for farming and Mudblups were a constant danger. The Perloons returned to a gathering lifestyle, and a sense of smell once again became essential.

OCTOPEDE DEVELOPMENT

Meanwhile, there were enormous copper ore deposits on an island far off the coast of Rillonia. Although the island was much further than the normal range of influence of the meteorite, the copper served as a natural antenna and received the signals which the meteorite emitted.

There were only a few species living on the island at the time. One of them was an eight legged insect sort of creature. The ancestors of this creature had accidentally been carried to the island several millenia earlier aboard a bird from the mainland. They were the forerunners of the octopedes, so it's not surprising that Grubby seems like a bug. Way back then, they were normal insect size. The climate and foliage of the island was perfectly suited to these octopedic bugs, and they thrived there. By the time the meteorite landed, far off across the ocean in Grundo, the average size of the "octopedes" had increased to the size of a mouse. The emmissions of the meteorite were received profusely by the copper in the island. The effect on the octopedes was to vastly accelerate their evolutionary growth, bringing about the jumbo-bug proportions of Grubby.

TEDDY RUXPIN

The ancient species of northern Rux had long hair of a tawny color. Its cousin to the south, the Bear, had short brown hair. When the northern Rux migrated south, they co-mingled with the Bear. A new species was formed. These creatures had a soft brown fur with a red hue and became known as Illiops.

Teddy Ruxpin is an Illiop. The ancient Illiop word "pin" meant smart or wise. Thus, Teddy's ancestors became known as "Bear who is wise," or "Ruxpin."

Nowadays, Illiops are from the southern part of the Rillonian continent. Illiops are, by nature, rather shy and retiring. They are just as happy to stay home and carry on their daily routine of farming, weaving, and country life.

Teddy, on the other hand, is more adventurous. He wants to go places and discover new things. His family says that Teddy is a throwback to his early ancestors.

Teddy has a wide range of knowledge and he will go out of his way to learn something new. He is slow to anger, quick to cool. He usually recognizes the good side of even the most impossible situation. Most importantly, he believes that every creature is good and trustworthy. Even when he does discover bad in others, he is quick to forgive.

Teddy Ruxpin is the catalyst of our story, uniting everyone and everything.

SPEECH PATTERNS: Teddy speaks in a clear, well modulated voice. He uses simple, direct sentences to put his ideas across. His humor is never cutting or hurtful, but inclusive of everyone.

BACKGROUND: Teddy, as noted, is an Illiop from Rillonia. His ancestors came there when they had to flee from the Hard to Find City far to the north (see historical notes relating to early Illiop history and the flight south).

Teddy's ancestor, Theodore, was the Illiop leader who led the flight from The Hard to Find City. Theodore was a great Illiop and many of his qualities are Teddy's legacy.

Teddy gets his curiosity and adventurous spirit from both his parents and his ancestors. However, his mother fostered these qualities by singing him lullabies about great adventures.

TEDDY IS:	CONCERNED	LOYAL	POSITIVE
	CARING	QUICK	FORGIVING
	WARM	ADVENTUROUS	WELL BALANCED
	INTELLIGENT	HUMOROUS	LOVING

MORE BACKGROUND INFORMATION ABOUT TEDDY

Teddy's patience, warmth, and friendly, outgoing attitude are due to his inner security. This, in turn, grew out of his strong family. His parents were loving and supportive. They lived in a tight-knit community, rich with tradition. Illiop society imparts to its young a strong value system and a sense of the individual's importance to the community. Consequently, Illiop children tend to grow up knowing who they are and what is important to them. Teddy's self-esteem and empathy are evidence of this.

This confident, friendly manner quickly wins friends and allies. For example, Leota's initial animosity is turned to friendship when they first meet and Teddy observes that Leota is "no bigger than a bird, and very pretty." Teddy is quick to compliment; "the smartest, bravest octopede in all of Grundo," "Gimmick is a marvelous inventor." This is part of his positive nature. In fact, he generally makes positive, enthusiastic statements about things; "I'm still amazed at this wonderful Airship," (601.04) "hey, that's great" (601.5), "it's working perfectly" (601.14).

Central to Teddy's character is a sense of wonder about the world. Teddy approaches strangers and new experiences with optimism rather than trepidation. He is always open to discover and appreciate new things. Consequently, his life is full of learning and wonderful discoveries.

Teddy uses youthful expressions like "it's lots easier" and "kind of confused" and "before too long." In the software, he often speaks directly to the children, and asks them questions like "right?" "do you?" "you know, don't you" (601.04), and "you knew Tweeg would have problems, didn't you?" (601.11). Teddy laughs often, and sometimes chuckles through words to start sentences.

Teddy was brought up to be a well-behaved Illiop. He is polite, and regularly reminds Grubby to watch his manners. In matters of ettiquette, Teddy treats Grubby like a younger sibling in need of supervision. When Grubby and Gimmick argue, Teddy acts as referee (as in 601.04). He maintains a proper formality with his elders and strangers. Teddy often refers to "Newton Gimmick," while everyone else just calls him "Gimmick." In "The Mushroom Forest" he says, "excuse me Mr. or Ms. Mushroom."

Teddy is much more patient with Gimmick than Grubby is. He looks up to Gimmick perhaps finding a father figure that has been lacking in his life for a long time. Now and then, Teddy says things that sound very Gimmick influenced. For instance, he begins "Grubby's Romance" by referring to a time that they "had a most unusual experience." In "Tweeg and the Bounders," Gimmick says that "Tweeg is most unusual."

Occasionally, Gimmick acts especially fatherly. He sometimes calls Teddy or Grubby "my boy, " and in 601.16 says, "Well boys, I was about to test my new invention." In "Autumn Adventure" he tries not to dissapoint Teddy and Grubby who have dressed up as Mudblups to surprise him. Grubby says, "ya mean you're not surprised?" Gimmick responds, "Why no. That is, I mean... er, yes! Oh yes, very surprised Grubby. And scared too."

GRUBBY

Grubby is Teddy's very good friend and has been for many years. He is a master mechanic and is quite good at doing things with his hands.....which is fortunate since he has eight of them.

Grubby is by no means dumb or slow-witted, although he likes to give that impression at times. Probably because his knowledge of history, literature and the like, falls far short of his skill in things manual.

Grubby has the knack of discovering the funny side of even the most crucial of situations, which makes him seem rather casual. He is, however, very sentimental and capable of serious thought and even heroism should the occasion demand it.

SPEECH PATTERNS: Grubby speaks in a low, nasal, deliberate voice. He may slightly slur his speech and tends to drop the endings of a lot of his words. All of this combines to make him appear slow. Don't be fooled though, Grubby has a pithy wit that cuts to the core of any situation. He delivers dry, one liners with the grace and timing of a born artist.

GRUBBY IS:
- FUNNY
- LOYAL
- DEXTEROUS
- COURAGEOUS
- POSITIVE
- CLEVER
- WARM HEARTED
- SENTIMENTAL
- KIND
- MUSICALLY INCLINED
- OBSERVANT

MORE BACKGROUND INFORMATION ABOUT GRUBBY

Somewhere, there is a sophisticated Octopede society. Grubby remembers a lot about it. Probably it is on an island far off the coast of Rillonia. Maybe someday, Teddy, Grubby, and Gimmick will go on an adventure to find the Octopede colony.

Octopedes are fine sailors. With so many hands, one Octopede is a whole crew. When Grubby was young, his family sometimes went sailing. Grubby loved boats, and still does. On the Airship, he often uses nautical terminology like "aya-aye," "lower away," and "heave ho." One ill-fated day, Grubby's family was shipwrecked in a storm while out for a cruise. In the rough water, Grubby could not find his family. He has not seen them since, and assumes that they drowned. (That's why Grubby detests swimming, but acted so quickly and heroically to save Fuzz in "Grundo Beach Party.") Grubby swam, for several days, in the direction of a large land mass in the distance. Finally, he reached the shore.

For a long time, Grubby survived on his own in the forests of this new land Rillonia. Sometimes, especially at first, food was hard to find, and he went hungry. Till this day, Grubby remains concerned subconsciously, that he will not have enough food. This is why he is always eager to eat when the opportunity is available. Eventually, Grubby discovered that roots were edible. Since they could be found quite easily, Grubby never went hungry again. He became an expert at cooking roots in many different ways. Roasted root stew became his favorite. He still views it as a panacea. One night, collecting roots, he wandered into the Ruxpins' yard, and met Teddy, as is described in "The Day Teddy met Grubby."

Grubby was warmly received into the Ruxpin family. He helped fill a space that had been empty since Teddy's father left, long before then. For Grubby, of course, Teddy and Mrs. Ruxpin replaced the family that he had lost.

Teddy never stopped missing his father. His home, and the surroundings, brought back bittersweet memories of childhood days with his father. Someday, he hopes to find him again. This partly explained Teddy's readiness to leave the familiar surroundings of Rillonia and go looking for treasure, which is very uncharacteristic behavior for an Illiop. Also, Grubby was enthused about the journey. Though he was very happy to have a secure home, and the luxuries of a warm bed and regular meals, part of him missed the wild, wandering life that he had in the forests of Rillonia.

The time that Grubby spent alone in the forest left a mark on him in several ways. The food factor has been mentioned. Grubby tends to be a noisy eater. In general, Grubby does not have refined manners like Teddy does. Grubby spent a long time away from civilization, and forgot, or did not learn, some aspects of social protocol. Teddy sometimes tells Grubby that he is not behaving politely.

Grubby is not diplomatic. He expresses his thoughts directly, even bluntly, and can lose patience quickly. For instance, in "The Missing Princess," he tells Wooly, "Hey you, get outa there." In "Uncle Grubby," he says "Well if you guys would quit all this singin', maybe I could get some sleep." The positive side of this trait is that Grubby is always honest and open about his feelings and views.

Grubby is much less patient with Gimmick's bumbling than Teddy is. In addition to the reasons mentioned above, Grubby is a bit jealous. He is not as secure as Teddy is about including a third person in their friendship. Even though he and Gimmick are good friends, Grubby can be sarcastic and short with him. In general, he is not unkind, but indulges him less; Teddy goes along with the name "pliable habitat," but Grubby says "you mean, the tent?" Grubby often says "you mean, the... " in response to the complicated names that Gimmick has for his inventions.

Grubby's speech is distinctly less refined than Teddy's. Grubby is a regular guy. He substitues "in" for "ing" at the end of words. His grammar is occasionally incorrect, as in; "we been pals" from the tape of 601.14, "look at all them worn out springs" and "it's messy, ain't it" from 601.09, "ya ain't seen nuthin yet" from 601.07, and "let's look at where we was" from 601.06. Grubby often says "yup," as well as "yep" and "yeah." He tends to say "uh-oh" when things take a turn for the worse.

Grubby says "oh in many contexts, like "oh, Teddy," "Oh...all right," "oh, good," "oh yeah?" (combative), "oh, swell," or simply, "oh" (deflated or disappointed). Quaint terms like "swell","okey-dokey," "yoiks" (i.e. yikes, in 601.19) fellas, and "atta boy" appear in Grubby's speech. Gimmick and Teddy also say "fellas" but they got it from Grubby.

Wooly is something of a big brother figure to Grubby. In "Faded Fobs," Grubby says, "The only one I know of who's big enough and strong enough to climb up there...." In "Autumn Adventure," he agrees that Wooly will not be scared by their Mudblup costumes because "he's too brave." Grubby's natural respect and affinity for Wooly is understandable. Their backgrounds are similar. Both had to make it on their own. Also, both haven't had much formal education and have an unrefined style of speech.

GIMMICK

Newton Gimmick, is an expert in many things -- or so he believes. His main interest is science and he spends most of his time inventing new and wonderful things -- which usually don't work, or have been invented long before by someone else.

Gimmick is an elderly Perloon with a kindly nature. He is a bit puttery and vague, somewhat absent minded, and naive as a child insofar as villainy on the part of others is concerned.

Gimmick has been living in his own little world for so long, that he cannot forsake the habit of at times conversing with himself.

SPEECH PATTERNS: Gimmick has a "puttery" sometimes almost quavery voice. He uses large words and complicated sentences, especially when discussing one of his latest inventions. He tends to stumble over the beginning of a sentence as though he hasn't completely formulated what it is he is going to say. He punctuates his talk with giggles; a quick "hee hee," especially when he has been caught off guard by some of Grubby's pointed humor.

It is obvious that Gimmick has found in his two new friends,Teddy & Grubby, an ideal outlet for all his dreams and ideas. He may have been very lonely for a long time without knowing it, because it is apparent that he is having the time of his life adventuring with Teddy and Grubby.

Gimmick has no sense of vanity as may be observed by his clothes. He dresses strictly for utilitarian purposes only. A uniform of old shirt, baggy overall, mismatched socks (there is another pair just like them in the dresser), and the ever-present apron. One senses that there are probably no mirrors in Gimmick's house, and if there were they would only be used in some outlandish scientific experiment.

GIMMICK IS:
- INVENTIVE
- CURIOUS
- KINDLY
- A BIT POMPOUS
- ABSENT MINDED
- NAIVE
- VAGUE
- ELDERLY
- GOOD HUMORED

Gimmick's pockets provide an endless source of tools and gadgets. Given enough time, he is always able to rummage through his pockets and find a tool for any kind of emergency...but usually it's too late by the time he finds it.

GIMMICK'S SPEECH PATTERNS

Gimmick likes to use scientific jargon, like "deduced," "precisely," "according to my calculations," "slight malfunction," and "that was my exact conclusion." He will inevitably say that something is "scientifically impossible" or "virtually impossible" right before it happens. In 601.12, Gimmick says, "for a region as arid and inhospitable as this to support any form of life as we know it, would be virtually impossible," and just then, Mudblups surround them. A variation on that is "there is no such thing as a Woodsprite," (or elf), said directly to Leota the Woodsprite. Gimmick often gives things complex names, like "pliable habitat" for tent, and "exterior repast" for picnic. He usually introduces new inventions by saying, "I call it...," as in "I call it, 'The Multiplication Table.'"

Gimmick has other colorful expressions. He says "good heavens" or "heavens to Grundo" with concern or surprise. "Most" is included in phrases like "most excellent idea," "most unfortunate," and "most unusual." A classic Gimmick comment is "horrid little bounders," (from "Uncle Grubby" and the TV special) said with some distaste. "Indeed" is Gimmick's most common expression; as a simple statement, as in "Indeed. Hee hee. Let's get the Airship ready," or "yes, indeed," or "indeed it is."

Gimmick's vocal trademarks are his laugh and his "sputter." "Hee hee" is injected into many statements. It is a cross between a cackle and a giggle, and can be nervous, triumphant, happy, or amused. The sputter is usually not written into scripts. Tony Pope, who plays Gimmick, usually puts in "hee hee's and sputters where it feels right. It is written as "eh, eh, eh, er," but often sounds like "uh, buh, eh, uh, buh." It is obvious on the tapes, and is part of Gimmick's puttery personality.

Other Gimmick expressions that have been used:

absolutely
apparently
splendid idea
toodle-oo
howdy-do
I haven't a clue
would you look at that
quite
entirely like "entirely different"
amazing
marvelous
wonderful
huh? (often at the end of a sputter)
heavens to Grundo
good heavens
my stars

FOBS

Fobs are small furry creatures that abound in many parts of Grundo. They travel in flocks, or "fern," eating berries, seeds and other grains. They nest in trees and form attachments to specific "home trees" that they return to season after season. They are very colorful, coming in every shade imaginable, and nothing is more pleasing than to see a scurrying rainbow of them as they busy themselves across a landscape. They are helpful, gentle creatures; friends to all they meet.

SPEECH PATTERNS: Fobs speak in high, light, bubbly voice. They use quick incomplete sentences and tend to repeat, in groups, what everyone else is saying. To hear them is to smile.

BACKGROUND: Fobs form familial clan ties that are very strong. These clans number from 10 to 25. They mate for life and their young are born from eggs. Each egg is a different color, the color of the egg being the color of the hatchling within.

Fobs get their bright colors from drinking the water of Rainbow Falls, which travels to all parts of Grundo via underground streams. (601.21)

Fobs can wrap their tails around things to pick them up and hold them. (601.15)

FOBS ARE:
QUICK
GENTLE
KIND
HELPFUL
SPRIGHTLY
LIVELY
TIMID

TWEEG

TWEEG'S HISTORY: Tweeg is starved for approval, and terrified of ultimately being alone. As a youth, he was an outcast. Children can be cruel to one who is different, and Troll children are the cruelest kids around. They constantly made fun of Tweeg, since he was half Grunge, and picked on him mercilessly. When Tweeg was small, his father abandoned the family to join a windsurfing expedition. Tweeg always resented his mother for driving his father away. She, in turn, resented Tweeg, because if not for him, her husband would have left sooner.

Unable to be accepted by his peers, Tweeg devoted himself to winning his mother's love. Knowing her respect for money, he became determined to get rich. First, he opened toll booths in promising locations, far from the competition. However, since the competition was located where travelers actually passed and Tweeg was nowhere near there, he went bankrupt. Then, he tried to sell tourists The Great Wall of Ying, but some Trolls convinced him that before it could be sold, it needed to be thoroughly cleaned. He hired them to clean it, and went bankrupt again. Finally, Tweeg turned to inventing. He thought that his fortune was made when he invented the bullhorn mute. Somehow, though, it never caught on, despite a vigorous mail order campaign.

Tweeg's mother became increasingly disgusted. Believing that harsh disciplinary action was the answer, she cut his allowance, and insisted that he be home by ten. When all else failed, she stopped letting him drive the family wagon.

The last straw came when Tweeg devised a foolproof scheme to fix Grungeball games. In one bold move, he hoped to get rich and realize his life-long ambition of getting into MAVO, the Monster's and Villain's Organization. Tweeg's mother agreed to give him one last chance, and convinced the whole MAVO board to bet heavily on a "sure thing" game. The plan called for one of the teams to win by two. Unfortunately, the Grunges involved thought that he meant by two o'clock. Since the game started at 1:30, they weren't sure why he wanted the game to end so fast, but figured that he was probably expecting rain. Anyway, he seemed desperate, so they were happy to cooperate. It was the shortest complete Grungeball game in history, lasting twenty minutes. The final score was one to nothing. The MAVO board voted nine to nothing, with one abstention, to banish Tweeg from Ying. The abstention came from Tweeg's uncle, who favored capital punishment.

Tweeg's mother read in the MAVO archives about the old MICA tower, (see "MICA" in Grundo Glossary), and decided to take him there. As she dropped him off, she could barely contain her joy. At last, she would be rid of her embarrassing son. Before she left, she told Tweeg that if he ever succeeded in doing something really evil, he could return to Ying and join MAVO. He begged her not to leave him, and broke down crying. When he looked up, she was gone.

HOW TWEEG MET L.B.: Much to Tweeg's credit, he did not give up. In the tower, he found a telescope and a cannon, left there by the Gutangs who once manned the fort. With the telescope, he spotted Bounder Pass, and quickly determined that it was an ideal location for a toll booth. He set up shop, and things seemed to be going well. The Bounders hopped by regularly, and Tweeg charged them all on credit. He started an account for each Bounder, and compounded interest hourly. He was so busy computing the massive sums owed to him, that he paid no attention to L.B., who tried for several weeks to tell him that there was a problem. Tweeg thought that L.B. just wanted to make him leave so that he could set up his own booth. Eventually, though, L.B. managed to explain to Tweeg that he would never collect on the accounts, since Bounders don't have money.

Indignantly, Tweeg stormed off to the Bounder caves to reposses their furniture. A mob of angry Bounders chased him back to his tower, where he scared them off with his cannon. They didn't know what it was, but were impressed nonetheless. L.B. stayed behind to point out that next time he wanted to threaten someone with the cannon, it would be a good idea to load it first.

Unwilling to abandon such a fine location, Tweeg hatched a plan to make the toll booth profitable. He hired L.B. to make the Bounders pay. L.B. liked having a salary, so he paid the Bounders to cooperate with Tweeg. The Bounders had never seen money, so it was quite a novelty. Proudly, they hopped up to the toll booth and gave Tweeg the coins which L.B. had given them. Since the Bounders didn't lose or eat the coins very often, Tweeg and L.B. almost broke even. This was the beginning of their illustrious business relationship.

TWEEG'S RELATIONSHIP WITH L.B.: L.B. is Tweeg's first real friend , but Tweeg doesn't realize it. He has never has any friends, so he doesn't know anything about friendship. However, since Tweeg and L.B. have been working together, for the first time in his life Tweeg is not lonely. Therefore, Tweeg constantly tries to prove his own worth to L.B.. Deep down Tweeg is afraid that L.B. will leave him, as each of his parents did, if he is not successful enough.

Since Tweeg has not had the opportunity to develop friendship skills, he relies on putting L.B. down to build himself up. This can take the form of disparaging remarks, like "Can't you do anything right" from the TV special and from "The Medicine Wagon," "...you half-wit! You have the mind of a mushroom. Oh I take that back...I wouldn't insult a mushroom that way."

Tweeg also asserts his superiority by acting like he is doing something of the utmost importance, and L.B.'s petty concerns are beneath him. For instance, in the special, L.B. trots in and Tweeg says "Don't bother me, L.B. I've almost got it." Tweeg condescendingly dispenses orders, like "L.B., run down there and find out what they're saying," in the special. He often acts like he has loftier concerns than the details of L.B.'s missions. In "Tweeg & the Bounders," Tweeg says "Send the boys out to get some sugar and flour..." L.B. asks, "Get it from where, Tweek?"

...continued page 3

Tweeg answers "I don't care, steal it if you have to." In "Grubby's Romance," Tweeg says "Now I want you to just go down there and get rid of 'em." L.B. asks, "Duh, how Tweez" and Tweeg responds, "I don't care how! Just do it." Of course, Tweeg would never admit that he doesn't know the answers to the questions. He does know, though, that L.B. is smart enough to figure out the answers himself.

As leader of the Bounders, L.B. is used to issuing orders, not following them. He resents Tweeg's commands and superior airs. This is evident from his mockery of Tweeg in the special, "Run down and find out what they're sayin'. Run down and find out what they're sayin'," and in Grubby's Romance, "'I don't care how, just do it.' Why is it always me that has to do the dirty work? I don't know why I put up with it.... I do everything, take out the trash, do the dishes, do this, do that. I should get a different job...."

Why does L.B. put up with it? Doesn't he realize that he's smarter than Tweeg is? Actually, he does. The simple answer is that he likes his salary, so he sticks around, but it goes deeper than that. First of all, Bounders love to complain. The fact that L.B. is in a situation really worth complaining about makes it virtually ideal. Also, Bounders have a mean streak almost as wide as their grins. L.B. likes to pick on Tweeg. It's fun. The fact that Tweeg is so emotional and easily upset makes needling him all the more rewarding.

L.B. almost never gets Tweeg's name right. He could easily remember it if he really wanted to, but it's just too much fun to get it wrong, since it drives Tweeg crazy. In the software and TV special, L.B. has called Tweeg Tweege, Twig, Twing, Tweek, Tweez, Twedge, Tweech, Tweed, Twink, and Tweep. Tweeg usually reponds with a statement like, "How many times do I have to tell you, the name is Tweeg.... Tweeg!"

It is obvious that L.B. could get Tweeg's name right, since he is right about most other things. Unlike Tweeg, L.B. makes accurate observations, and generally displays a lot of common sense. Tweeg's perceptions are usually clouded by paranoia, emotion, and self-pity. It's not surprising that he thinks that Gimmick and everyone else are out to get him, since in Ying, everyone was. Tweeg wages war on Gimmick, regularly firing cannonballs at him, and always missing. Tweeg is convinced that Gimmick seeks to destroy him, and steal his formula for making gold out of buttermilk. This prompts L.B. to observe, in the special, "Yeah, he's probably dyin' to make buttermilk doughnuts." L.B. often makes realistic assessments of Tweeg's delusions. In "Grubby's Romance," Tweeg says, about the Airship, "Oh, if only I had gun powder, I'd shoot 'em right out of the sky." L.B. says,"You'd miss 'em like usual, Twig," and Tweeg responds, with rising anger, "L.B. , I've just about had enough of you." L.B. enjoys popping Tweeg's bubbles, especially since it annoys Tweeg so much.

So, L.B. and Tweeg engage in an ongoing battle of wits. Tweeg tries to prove that he is smarter and more competent than L.B. is, and L.B. has no trouble showing that Tweeg isn't. Really, it's just a reflection of how much they need each other. Certainly, Tweeg would be almost helpless without L.B, and, as mentioned, is scared to death of losing him. Unconsciously, L.B. senses this. Scoundrel that L.B. is, he regularly reminds Tweeg that he can leave, with comments like, from the special, "I oughta take this treasure map somewhere else," from "Medicine Wagon," "I think me and the boys are gonna work for someone else, Tweeg," and from "Tweeg and the Bounders," "I don't know why me and the boys keep workin' for you. You're nothin' but a failure."

SPEECH PATTERNS: Tweeg speaks in a high, nasal voice, reminiscent of Ed Wynn. Sometimes his voice cracks, or jumps an octave when he's very upset. His voice always seems just on the edge of breaking into hysteria. There's a whine to it also, that bespeaks his "me first" attitude. He has a distinctive cackling laugh.

When ecstatically happy, like in the special when he is playing in the treasure, and in "Grubby's Romance," when he thinks that L.B. has made Gimmick and the Airship disappear for good, Tweeg shouts, "Yipee!" and occasionally "Yo ho ho hooey!" In moments of abject despair, like when an avalanche buries his tower in "Teddy's Winter Advanture" he says, "Oh, rats, or "rats." When the treasure disappears in the special, he sobs, "oh no. "

Tweeg is rarely calm. He has high highs and low lows. He sees himself as a victim. When things take a turn for the worse, like in the special, when he sees the Airship sailing toward the Hard to Find City, he breaks down immediately, moving briskly from the verge of tears to outright hysteria. He is then out of touch till L.B. suggests a logical course of action.

With his tantrums and self-centered perceptions, Tweeg is like a spoiled child. In fact, he still gets allowance checks from his mother, and calls her "Mommy."

TWEEG IS: FRUSTRATED
GREEDY
SELFISH
SHALLOW
PIG-HEADED
SINGLE-MINDED
AMORAL
PARANOID
POMPOUS
PETTY
OBLIVIOUS
AMBITIOUS
SELF-ABSORBED
SELF-PITYING

L.B. AND THE BOUNDERS

Bounders are annoying little creatures, with the tenacity of a bull dog, and the teeth to match. Once they get hold of something they flatly refuse to let go....no matter what. They are not too bright, however, which explains why Tweeg has been able to control them. He now uses them like henchmen, getting them to do all sorts of dirty work.

L.B. is the brightest of the Bounders, and so has become their leader. L.B. stands for Lead Bounder. He is also Tweeg's right-hand man because of his ability to snoop around and spy on most anyone, usually Gimmick. L.B. gathers all sorts of useful information in this way. L.B. is also a gifted burglar, and often steals things from Gimmick's house.

L.B. has a habit of mocking people. This greatly annoys Tweeg, as does L.B.'s habit of pointing out Tweeg's errors, which aren't hard to find. Tweeg and L.B. are happiest when teaming up to harass Gimmick, but enjoy harassment so much that they are very satisfied to bicker with one another when Gimmick is not immediately available.

The other Bounders are Hugo, Spike, Harry, Biff and Buffy. Tweeg pays them all to work for him, but their paychecks are invariably late.

Buffy is the only female in the pack. She has always carried a torch for L.B.. She admires his natural ability to lead the pack. L.B. pretends not to notice her. Secretly though, he thinks that she is very cute, and is noticeably rattled when she is around.

SPEECH PATTERNS: L.B. speaks in a low, gravelly voice. His "heh-heh-heh" laugh is also low and gravelly He slurs a lot of his words, drops the endings of many, and generally sounds like a hit man for the mob. Many of L.B.'s speech traits are characteristic of the Brooklyn dialect. The "g" is "dropped" from "ing" endings of words, as in "nothin'" and "workin'." "D" is substituted for "th" at the beginning of words, as in, "Well dat's a fine how how do you do." "Ir" often goes to "oi" as in "doity woik," and "er" often becomes "uh," as in "closuh to gold."

L.B. says "duh" occasionally, as in "duh...yeah" and "duh, naturally Tweek." Also, he says "yup."

L.B. IS: CAUSTIC
MALICIOUS
A COMPLAINER
SARCASTIC
INSULTING
NASTY TEMPERED
A TEASE
COMPETENT

THE WOOLY WHAT'S-IT

WOOLY'S HISTORY: High in the highest mountains of Ying, there lives a small, but ancient tribe of Snow Creatures. They love the solitude and resplendent beauty of the mountains. Surviving in the rugged, mountain terrain at high altitudes in sub-freezing temperatures is a full-time challenge. Everyone is expected to do a share of the work for the survival of the tribe, and pursuits such as travelling and exploring are considered frivolous. Over the years, they rarely descended the mountains to meet other Grundonians.

Every once in a while, though, Snow Creatures used to get curious about the rest of the world, and go down the hill to see what it was like. They would return with the news that nowhere else in the world was nearly as pretty as their mountains. Also, they inevitably told of many strange creatures down below, who tried to steal their belongings, and cheat them in trades. The Snow Creatures eventually concluded that the flatlanders must have all gone crazy from breathing the thick air at that abnormally low altitude. The naturally shy "Snowies," as they call themselves, became very suspicious of strangers, and contact with the outside world stopped completely.

Down below in Ying, legends grew about Snow Monsters who roamed the mountains, devouring unfortunate travellers. A few old-timers claimed to have actually seen the beasts, when they used to come down to raid and plunder remote toll booths. They described them as taller than buildings and hideous to behold, with long fangs and deadly horns.

Long ago, Grunges settled in the Snow-covered Valley. The area has some terrific slopes, and weather conditions are right for year-round skiing and other winter sports. It was also an advantageous place to live, because Gutangs and Trolls didn't get up to the mountains to bother them very often. The Grunges laugh at the tales of Snow Monsters.

Still, now and then a cross-country skier or mountain climber will swear that he or she saw an enormous, furry, white creature. This does make the Grunges wonder. Considering the various bizarre beasts that inhabit other parts of Ying, anything seems possible.

After the MAVO Revolution, one of MAVO's new projects was establishing the MAVO Museum. This would include the MAVO Hall of Fame, The Grundo Creature Exhibit, and other wings.